

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

▲WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. Parents should monitor their children for appropriate play.
- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so
 may cause fatique or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such
 as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop
 playing and see a doctor.

▲WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- . Do not disassemble, attempt to repair or deform the battery.
- . Do not dispose of battery pack in a fire.
- . Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- · Do not peel or damage the battery label.

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REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

A CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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CONTENTS

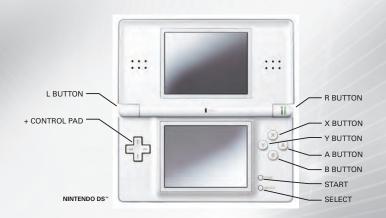
Getting Started	4
Menu Controls	
Game Controls	5
Main Menu	
Batting	
Standard Swing	8
Power Swing	8
Bunting	8
Baserunning	
Stealing	9
Defense	
Pitching	11
Play Ball	12
Season Mode	12
Baseball Cards	13
Product Support	13
Limited Software Warranty; License Agreement, and	
Information Use Disclosures	14

GETTING STARTED

- Press the Power Button to turn the Power OFF on your Nintendo DS™ system. Never insert or remove a Game Card when the power is ON.
- Insert the Game Card of Major League Baseball® 2K10 into the Game Card slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.
- 3. Press the Power Button to turn the power ON. The Logo screens should appear (if you don't see them, begin again at step 1).

MENU CONTROLS

To navigate the menus of *Major League Baseball** **2K10**, tap the Touch Screen or use the **+Control Pad** to navigate the menus and the **A Button** to select. Press the **B Button** to go Back or Cancel.



GAME CONTROLS

BATTING		
Standard Swing	B Button	
Power Swing	A Button	
Bunt	Y Button	

PITCHING		
Aim	+Control Pad	
Select Pitch	A, B, X, Y, or R Button	
STEALING		
All Runners Steal	L Button	
Single Runner Steal	L Button + X, Y, or B Button	
Cancel Steal Attempts	R Button	
Cancel One Steal Attempt	R Button + A, X, or Y Button	
BASERUNNING		
Advance All Runners	L Button	
Single Runner Advance	L Button + X, Y, or B Button	
Return All Runners to Previous Base	R Button	
Return Single Runner	R Button + A, X, or Y Button	
DEFENSE		
Move Highlighted Player	+Control Pad	
Switch Fielder	L Button	
Throw to First	A Button	
Throw to Second	X Button	

Throw to Third	Y Button
Throw to Home	B Button

MAIN MENU

Tap the Touch Screen or use the **+Control Pad** and the **A Button** to select from the following options:

Play Ball – Play a quick single-player game. Choose your team and your opponent and head on out to the diamond.

Season – Select your team and compete in a full or partial **MLB*** season. Can you guide your squad through the regular season and deep into the Postseason?

Postseason – No time for a regular season, but still want to hoist the **World Series*** Trophy? Check out Postseason Mode, where you jump straight into Postseason play and bypass the regular season.

Tutorials – View the tutorials to learn how to play *Major League Baseball** **2K10**.

Baseball Cards – View the baseball cards that you have earned and collected while playing the game. You can also view a locked card to see what you need to do to unlock it!

Credits – View the names of the people who made the game.

BATTING

People say one of the hardest things in sports is hitting a baseball. With *Major League Baseball*° **2K10** you get your chance to square off against the best pitchers in the league. To hit the baseball, follow the following steps:

STANDARD SWING

Press the **B Button** to perform a standard swing. It is all about the timing, so make sure you swing at the right moment. Swing a little early to try to pull the ball; swing a little late to try to hit the ball to the opposite field.

POWER SWING

Press the **A Button** to perform a power swing. Your player is going to be swinging for the fences, so be careful. Sure, if you connect, you can really put a charge into the baseball and it will have a shot at going out of the park. But your chance of making contact goes down a little bit.

BUNTING

Need to move the runner over or bunt for a base hit? Hold the **Y Button** to attempt a bunt. You can attempt to aim your bunt by using the **+Control Pad**.

BASERUNNING

By default, baserunning is automatically controlled by the AI. All baserunners will advance and retreat without any button commands necessary. You can also manually control all baserunners or individual baserunners by using the following baserunning controls:

Press the **L Button** once to tell all runners to advance.

Hold the **L Button** and press the button corresponding to a base (**A Button**, **Y Button**, or **X Button**) to tell a runner to run to that base.

Press the **R Button** once to return all runners to their previous base.

Press the **R Button** and the corresponding base (**A Button**, **Y Button**, or **X Button**) to tell a runner to return to that base.

STEALING

If you feel like taking a risk, you can tell runners to try to steal a base. Just like in the big leagues, you need to make sure you get a good lead before you attempt to steal, otherwise you risk getting thrown out. As soon as the pitcher starts to throw, any runners you choose will bolt for the next base. You have four easy controls to direct steal attempts:

Press the **L Button** once to tell all runners to go for it.

Hold the **L Button** and press the button corresponding to a base (**A Button**, **Y Button**, or **X Button**) to tell a runner to steal that base.

Press the **R Button** once to cancel all steal attempts.

Press the **R Button** and the corresponding base (**A Button**, **Y Button**, or **X Button**) to tell a runner to return to the previous base.

DEFENSE

When the opponent puts the ball in play, if you have Defense set to MANUAL, you can control the fielder who is closest to the ball or the player who has control of the ball.

+Control Pad	Move the highlighted player
A Button	Throw to First Base
X Button	Throw to Second Base
Y Button	Throw to Third Base
B Button	Throw to Home
L Button	Switch user-controlled fielder

Pivotal Plays

During certain close plays (it can happen when you are on offense or defense) you will be challenged to help decide the outcome by playing a micro-game. Follow the on-screen instructions. If you successfully follow the commands, you can help swing the outcome in your favor.

PITCHING

Use the **+Control Pad** to aim your pitch. Then, look at the top screen to see your available pitches.

Press and hold a pitch's button to charge the pitch, then release it to set the Pitch Power.

Tip: Release the button before the circle turns red or your pitch will be overthrown.

After setting Pitch Power, the pitch circle will quickly shrink — press the button corresponding to the pitch one last time once the circle is very small to set Pitch Accuracy.

Press **SELECT** to issue an Intentional Walk.

Finally, don't forget to keep an eye on your pitcher's Stamina and press **START** to substitute for him before he gets too tired!

PLAY BALL

After you select Play Ball, your first step is to select the teams that will play against each other. Use the **L Button** or **R Button** to switch which team is the home team and which team is the road team (your team will always be on the left). Tap the arrow keys on the Touch Screen to scroll through the list of **MLB*** teams. Tap the OK button to go to the Game Options Menu before you start your game.

SEASON MODE

When you start a New Season in Season Mode, your first step is to configure the season. You need to select your team, choose the number of games you want to play, and choose the Postseason format. Remember, once you select these options for your season, you cannot change them.

Once you are in a season, you will navigate your team throughout the year via the following menu.

Play Next Game - Play the next game on the schedule.

Statistics - View the stats of your team.

Standings – View where your team is in the standings. Remember, only the division winners and one Wild Card team per league will make it into the Postseason at the end of the year. **Manage** – Make changes to your lineup, adjust your four batting orders (AL vs RHP, NL vs RHP, etc), and set your pitching rotation.

Quit - Exit your season.

BASEBALL CARDS

Unlock baseball cards by performing great feats as a player or against that player. There are nine cards available to be unlocked for each team. Select a locked card to learn how to unlock it.

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www.2ksports.com/info/contact

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Phone: 1-866-219-9839

Email: techsupport@2ksports.com

CANADIAN SUPPORT

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